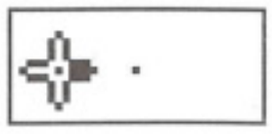
Dominigiusto Walk Anything Q&A

C1 I have a little slime and I don't know what to do next.

A1 Newborn slimes are hungry. Select the food icon and feed them "food" or "meal." Then, put on the body and go on an adventure together.

Q2 Every time I take a step, the slime beeps and calls out to me. My "number" doesn't increase either. What should I do?

A2 Depending on the slime, there are some terrains that you cannot go through. Select the map icon to change the direction you are going. There is always a direction you can move forward in (no beeping). In fact, even in areas that look the same, there are some areas you can move forward in (no beeping) and some areas you can't move forward in (with beeping). Do your best and adventure to find it.

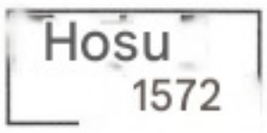


Q3 Even though I am walking properly, my "number" is not increasing.

A3 In these cases, the amount of "hosyu" will not increase. Please be careful.

1. When your pet is stuck in a hole, select the SOS icon to help it out.

2. When the step count icon screen is displayed, press the C button to return to the slime display screen. If you leave it as it is, it will automatically return to the slime display screen in about one minute. Similarly, if you switch to any other icon screen, the "step count" will not increase.



3. When the slime encounters terrain that it cannot move through and makes a "beep beep" sound every time you take a step, select the map icon to change the direction it is moving in.

4. During a battle. In this case, press any of the A, B, C, or D buttons to cheer on the character. If you don't cheer on the character, the battle will end automatically in about 10 minutes. If you don't pick up an item after the battle, you will return to the slime display screen.

5. When you pick up an item and leave it. In this case, you can either "use" or "throw away" the item. After about 10 minutes of leaving it, the item will be discarded and you will return to the slime display screen.

6. When slime is sleeping.

Q4 Sometimes the number of steps recorded is less than the actual number of steps I took. Why is this?

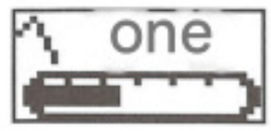
A4 The "hosuu" (sleeve size) will vary depending on where you wear it. The "hosuu" (sleeve size) can be very different depending on whether you wear it on your right or left hip. The way you walk will also affect the "hosuu" (sleeve size), so try to find the perfect position.

Q5 I don't really understand where the slime is or the terrain.

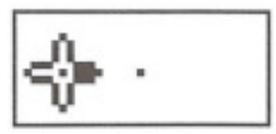
A5 Please check as follows.

1. If you want to know the exact location, select the map icon and press the B button to check the coordinates, then check the map in the manual.

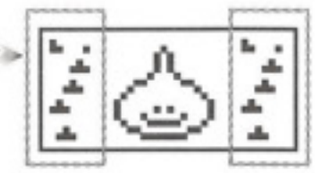
2. If you want to know the exact terrain, select the parameter icon and look at the familiarity meter.
The names of the landforms are written in hiragana.



3. If you want to know your general location, select the map icon to view the world map.
This will give you a rough idea of where you are on the map. Please use this location as a rough guide.



4. The terrain is displayed on the left and right of the slime display screen. If the terrain changes, this display will also change. →



©6 It's not transforming easily.

A6 Try your best and walk a lot. The harder you walk, the faster your familiarity will increase. You can also gain a little familiarity by eating some plants. Give it a try.

◎7 How can I reduce stress?

A7 You can reduce stress by choosing the refreshing and motivated icon and breaking all three blocks, or by working hard and walking a lot.

Q8 My baby is hungry, but he refuses to eat even when I give him food.

A8 If your slime is under a lot of stress, it won't eat even if it's hungry. Please lower your stress level before giving it food.

◎9 When I walk outside, no slimes are summoned at all.

A9 If the surroundings are noisy, it may be difficult to hear the slime's call. Please check on the slime from time to time.

Q10 When will slimes be summoned?

A10 Slime is summoned at times like this.

1. When you fall into a hole. 2. When you're hungry. 3. When you're stressed. 4. When you're in battle. 5. When you're injured. 6. When you hit terrain that the slime can't cross and the slime starts calling out to you with a "beep beep" sound every time you take a step.